THE IMPLEMENTATIONS OF PROBLEM BASED LEARNING MODEL INTEGRATED TEAM GAMES TOURNAMENT TO INCREASE STUDENT'S ACHIEVEMENT AND CHARACTER ON LEARNING IN PERIODIC SYSTEM OF ELEMENTS AT SENIOR HIGH SCHOOL

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ABSTRACT

The type of this research is quasi – experiment. The objective of this research was to determine whether student's achievement and character which taught by Problem Based Learning (PBL) model integrated with Team Games Tournament (TGT) is higher than Team Games Tournament (TGT). Population of this research was all class XI in SMA N 1 Perbaungan. Applying purposive random sampling, the first class as experimental class I by using PBL model integrated TGT guidance and the second class as experimental class II by using TGT. Each of class consist of 38 students. Technique of analzying data is consisted of normality, homogeneity, normalized gain and hypothesis test. The research data analyzed by SPSS 22 for windows. Based on normality and homogeneity test, the data was taken from normal distribution and homogeneous population. the normalized gain in 1st experimental class is (0.78 ± 0.11) and 2nd experimental class is (0.69 ± 0.10) at significant level $\alpha = 0.05$, H_{a1} is received and H_{01} is rejected where Sig. $< \alpha$ $(0.000 < 0.05)$. It concluded that the student's achievement taught by PBL model integrated with TGT higher significance difference than TGT. Hypothesis test is done by using t-test. The result of t-test concluded that the average in 1st experimental class is $(67,88\%)$ and 2nd experimental class is $(59,35\%)$ at significant level $\alpha = 0.05$, H_{a2} is received and H_{02} is rejected where Sig. $< \alpha$ $(0.000 < 0.05)$. It means the student's teamwork character that taught by PBL model integrated with TGT give higher significance difference TGT.

Keywords: PBL integrated TGT, TGT, Student's Achievement, Student's Character